Every Germun gets their weapons on their 4,444th day of life: two rapiers, a longbow, and a curse no one talks about.

Gerd isn't ready for any of it—not the assassins that literally come almost every day, not the ancient prophecy that makes absolutely ZERO sense, and definitely not his overly mysterious dad and mentor, Gage. But ready or not, his quiet life is over.

Now, Gerd's on the run through a kingdom that wants him dead, with only his magic, a rusty map, his overly weird dad, and a rebellious royal named Tiefling (who's got a bad attitude) to guide him.

Secrets are waiting. History is a lie.
And Gerd might be more important than anyone wants him to know.